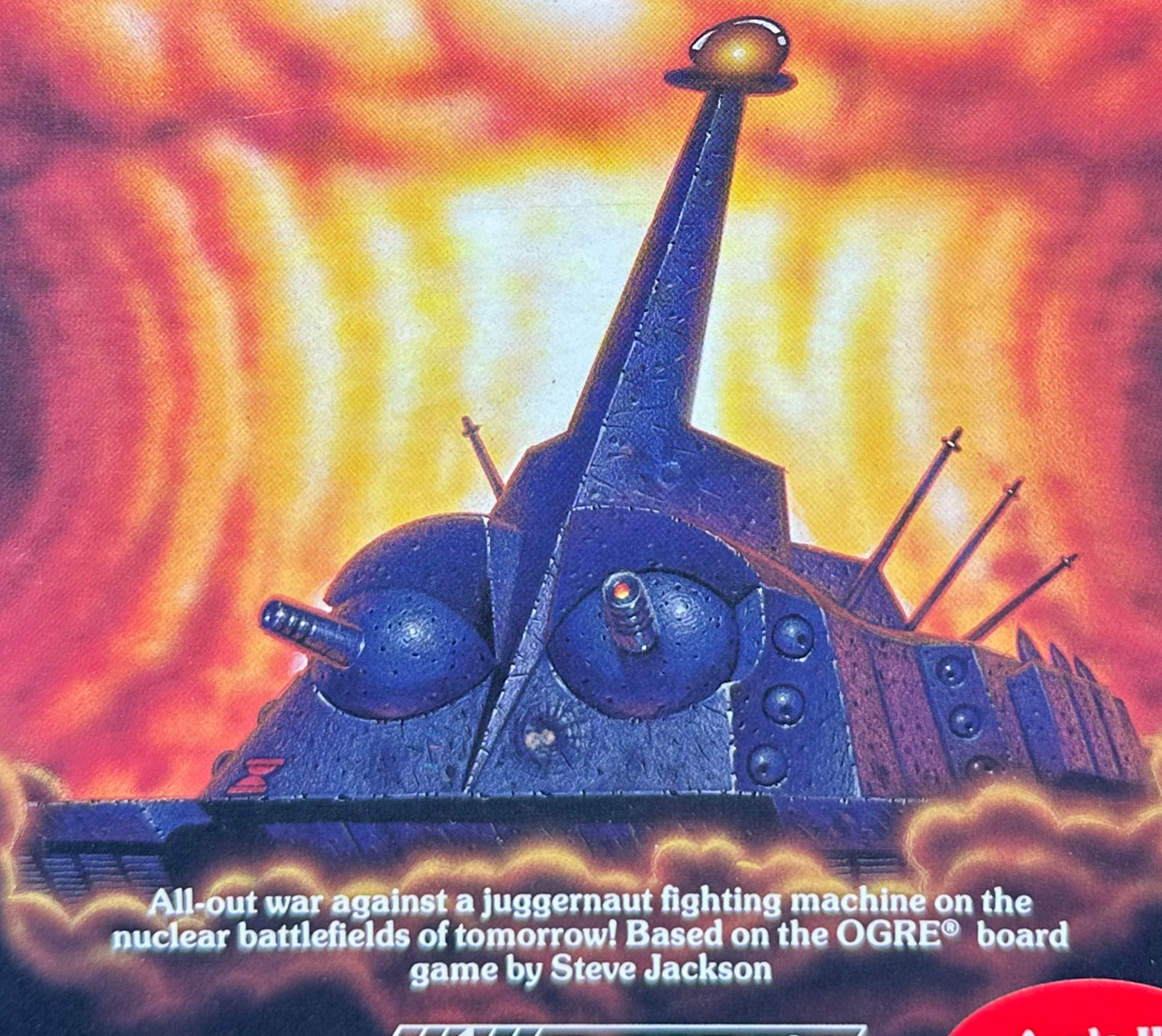
OGRE

BY STEVE MEUSE



All-out war against a juggernaut fighting machine on the nuclear battlefields of tomorrow! Based on the OGRE® board game by Steve Jackson

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Apple II
64K Required

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OGRE

A strategy wargame
by Steve Meuse

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OGRE

In the 21st Century, where battlefields are dominated by speed, firepower and heavily armored tanks that laugh at tactical nuclear devices, across miles of crater and rubble-strewn terrain, there's one tank that's more terrifying than all the others: the OGRE.

The OGRE is a cybernetic tank - a fighting machine completely controlled by computers - a killer robot with a pentabrain intelligence that knows everything about efficient destruction and nothing about fear or mercy.

A computer strategy game for one or two players, OGRE is an adaptation of the Steve Jackson board game of the same name. Fabulous simplicity and play balance, OGRE has one player defend a command post with a variety of conventional forces while the opponent attempts to overrun the command post using a single OGRE. In the one player version the computer controls the OGRE against the human's defense forces.

Computer OGRE can be played using joystick, mouse, or keyboard and features a system of windows and easy-to-use pull-down menus to permit the player to design custom battlefields by placing craters and rubble on the field at will and setting up the playing pieces in any desired configuration.

Using the RANGE option, the player can count hexes between units and their range.

A variety of terrain types can be selected, each affecting movement and combat in different ways. Here, the player is about to move a unit into a rough hex.

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A strategy wargame
by Steve Meuse

OGRE

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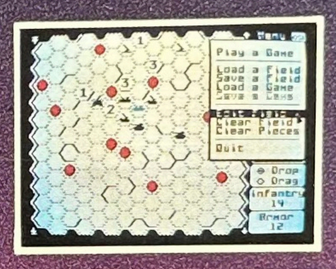
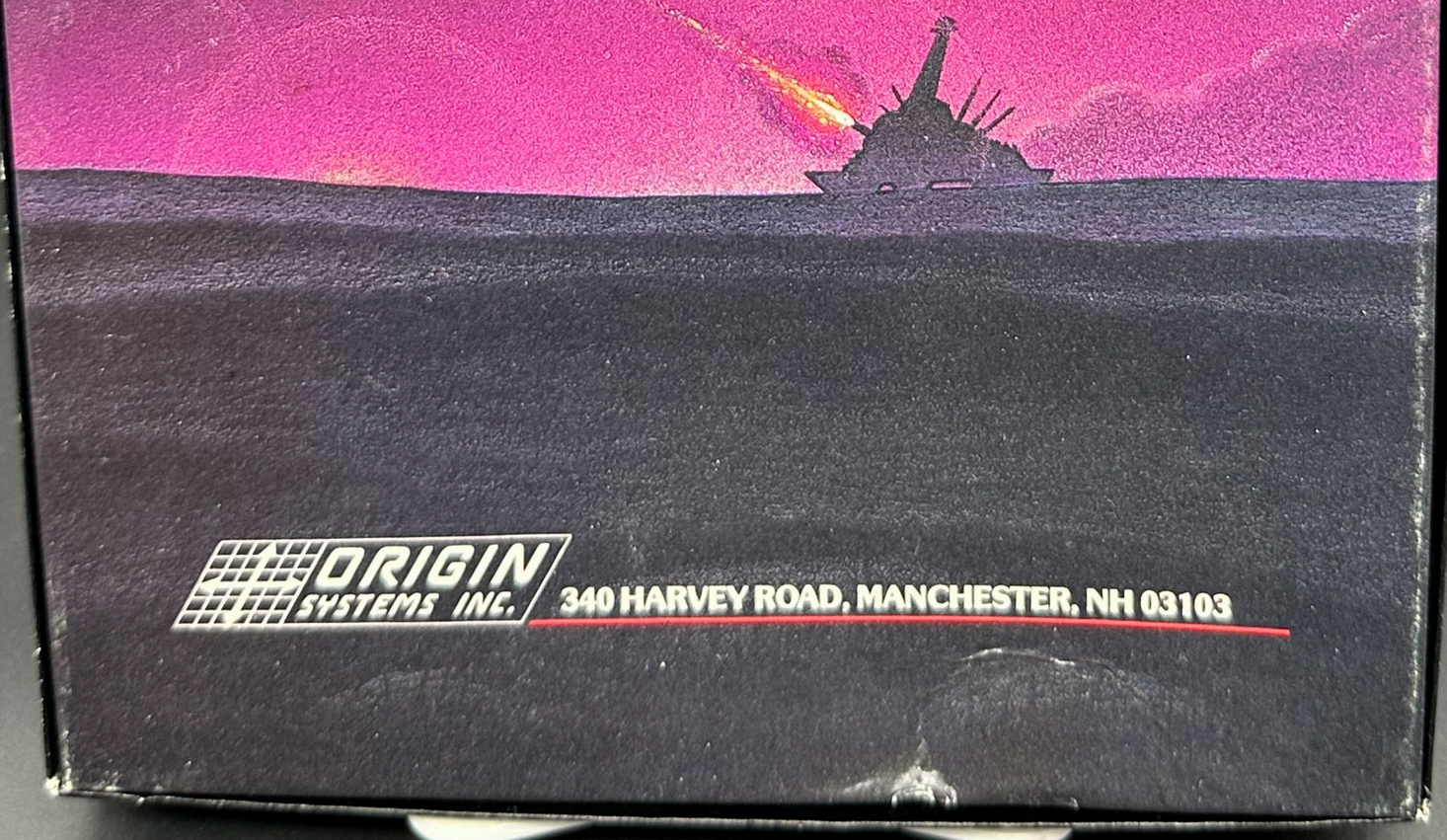
Using the RANGE option, a heavy tank considers its move and fire range.



A system of easy to use pull-down menus and windows permits the player to customize and edit the playfield at any time during play.



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OGRE

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where battlefields are
dominated by "speed"
armored tanks like the
tactical nuclear tanks
there is one that is

across miles of crater and rubble-strewn terrain
more terrifying than all the others: the OGRE.
The OGRE is a cybernetic tank — a lightning machine completely
controlled by computer — a killer robot with a phenomenal intelligence
that knows everything about strategy and nothing about fear.
or mercy.
A computer strategy game for one or two players, OGRE is an epic
battle of the future, pitting your wits against the computer
simplicity and play balance. OGRE has a variety of scenarios
from the capture of Cleveland to the defense of Moscow
and Cheyenne Mountain to the Battle of Antares Prime.
Complete contents of each OGRE game box include:
OGRE: the OGRE playing piece, 100 counters representing
of the OGRE's defenses, 2 full-color maps, 2 rule books
and 2 charts. Each OGRE game is self-contained and
ready to play as soon as you open the box.
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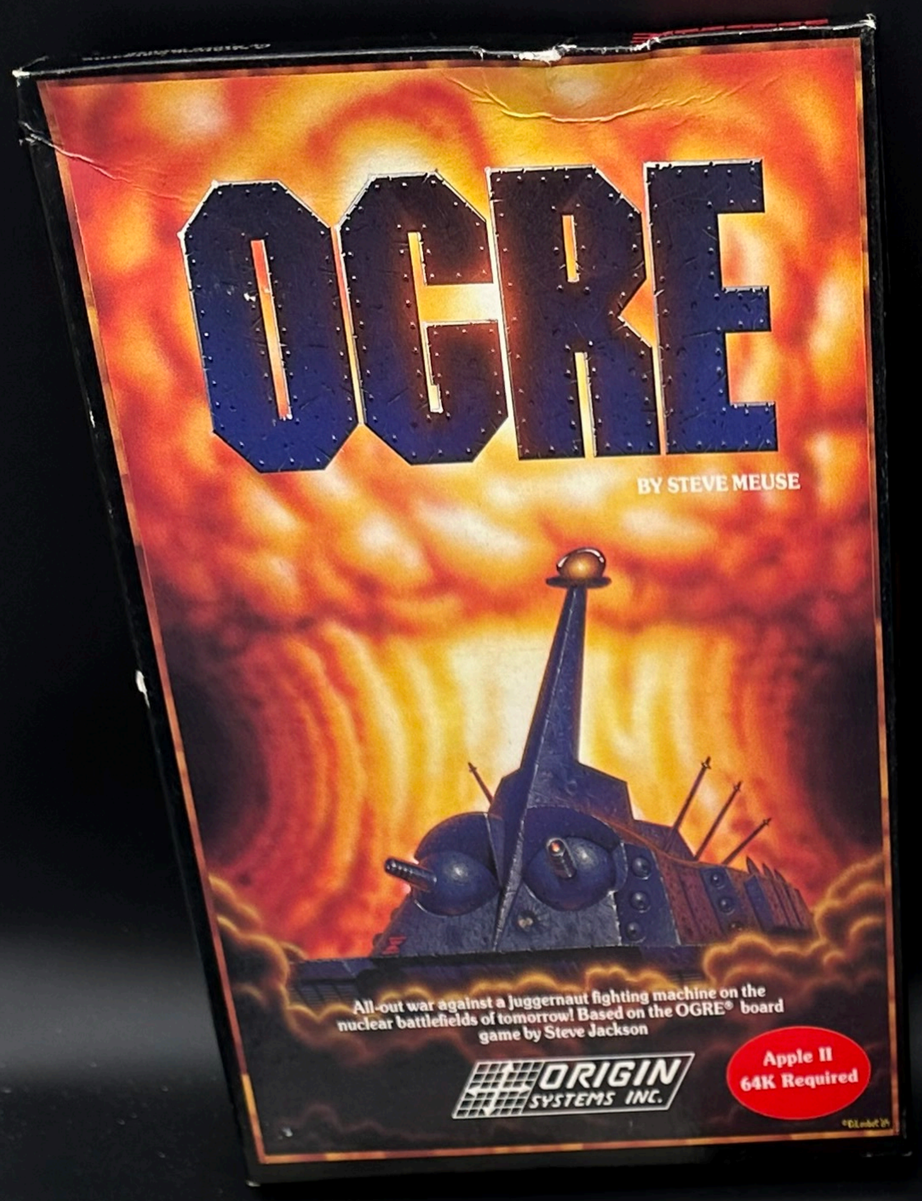
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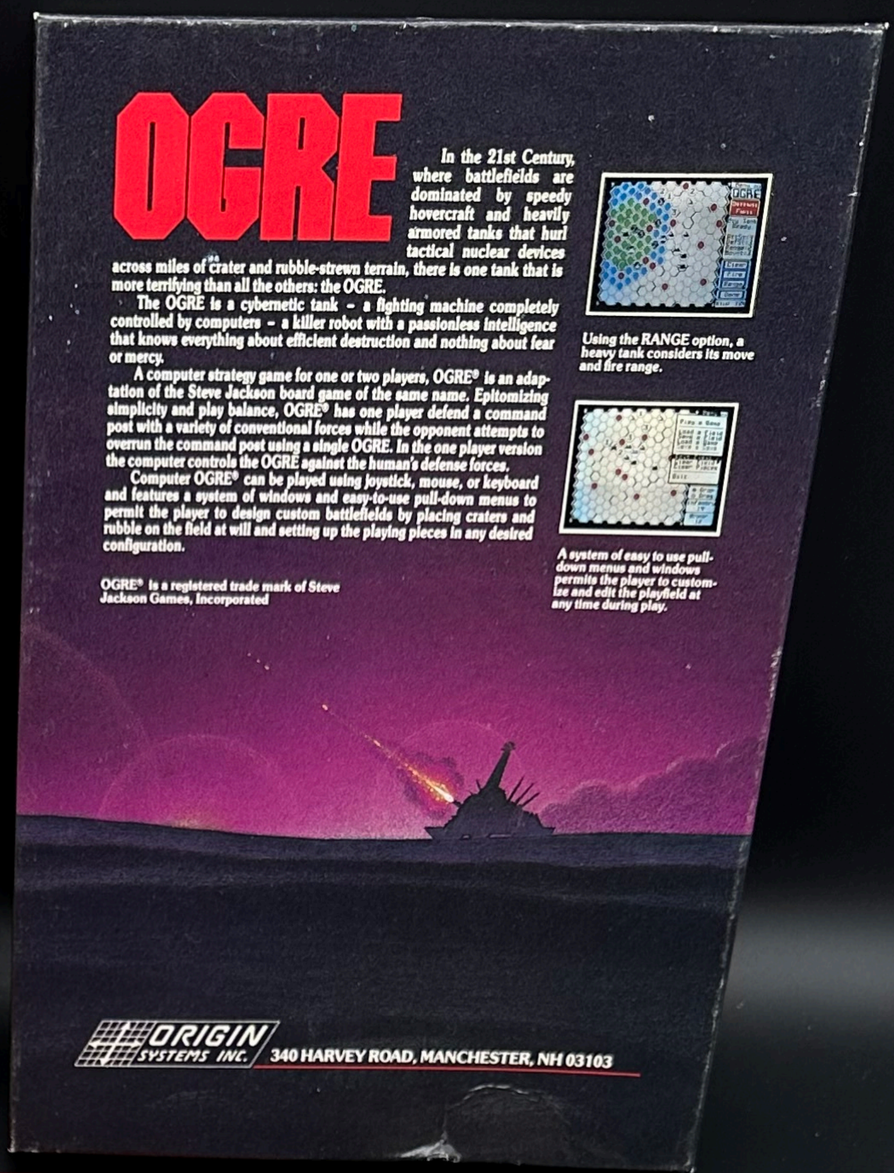
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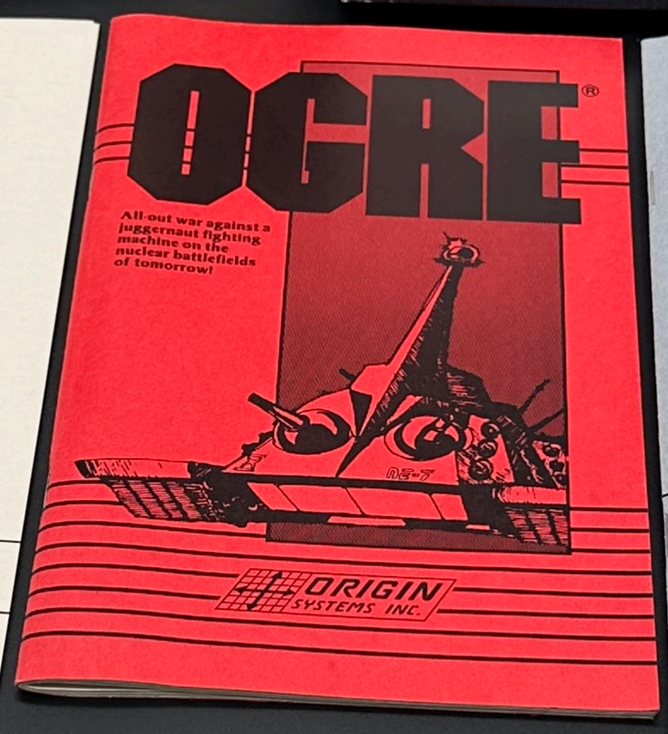
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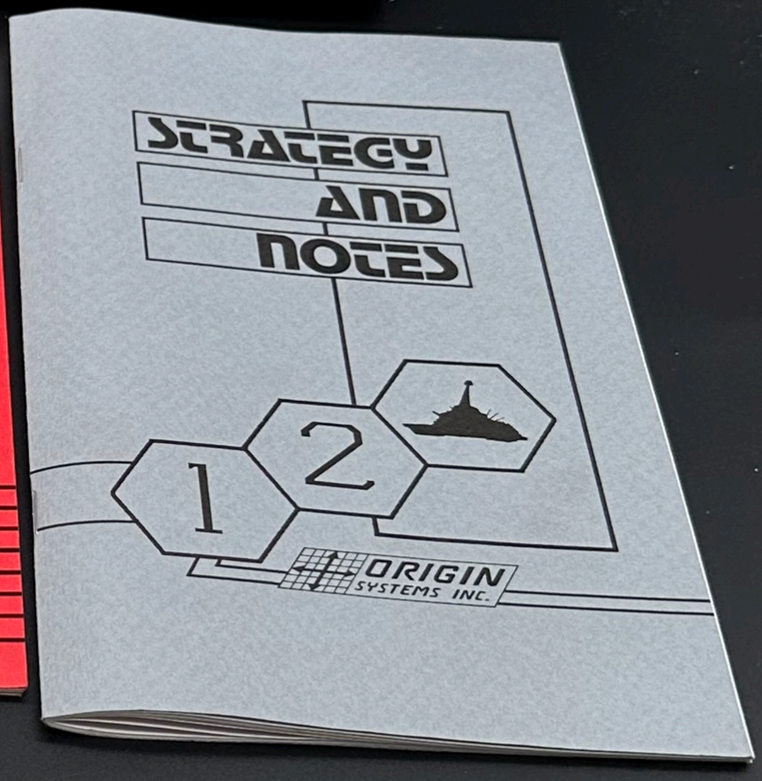
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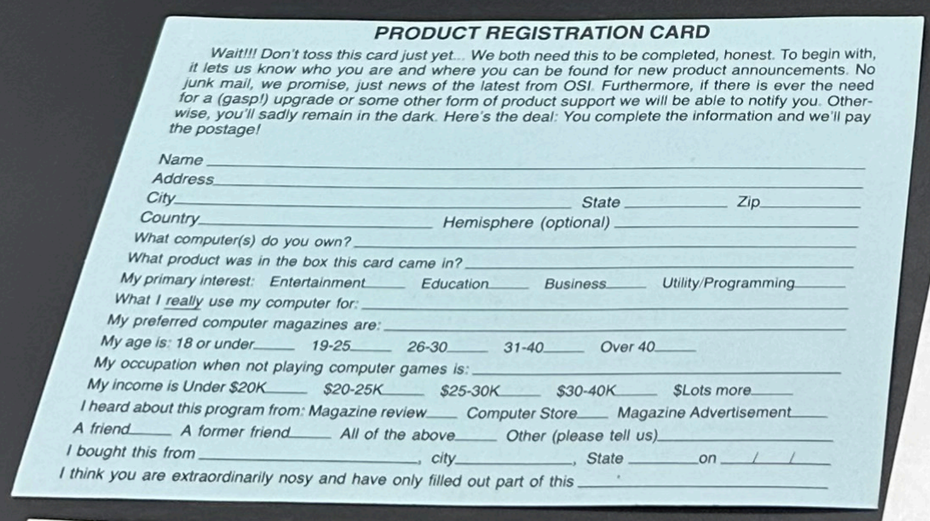
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My occupation when not playing computer games is:
My income is Under $20K $20-25K $25-30K $30-40K $Lots more
I heard about this program from: Magazine review Computer Store Magazine Advertisement
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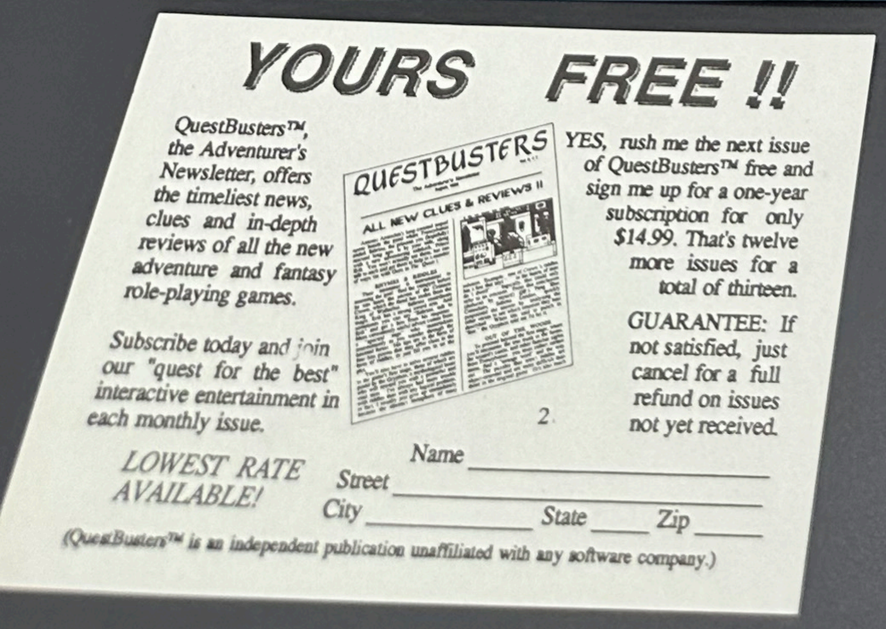
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A friend_____ A former friend_____ All of the above_____ Other (please tell us)_____

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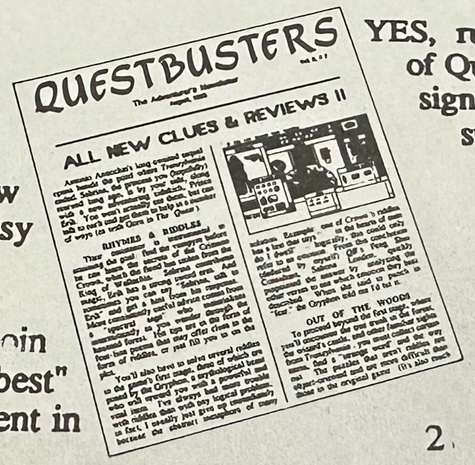
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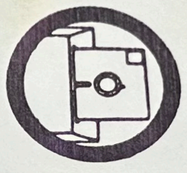
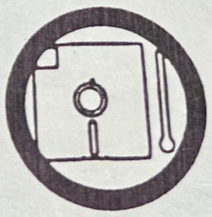


For your disk's sake
(and the system's, too)
insert disk carefully.

Magnetic fields erase.
Keep them far away.

Keep it safe-
in the envelope
when not in use.

Bending and folding
may damage.
Handle with care.



Keep disks comfortable.
Store at: 10° to 52° C
50° to 125° F.

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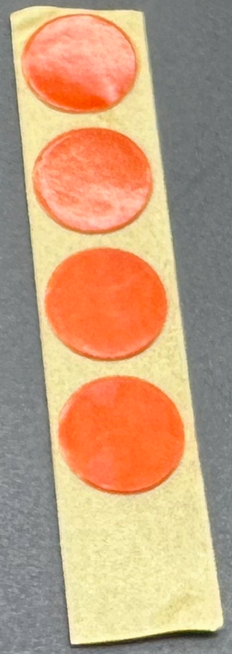

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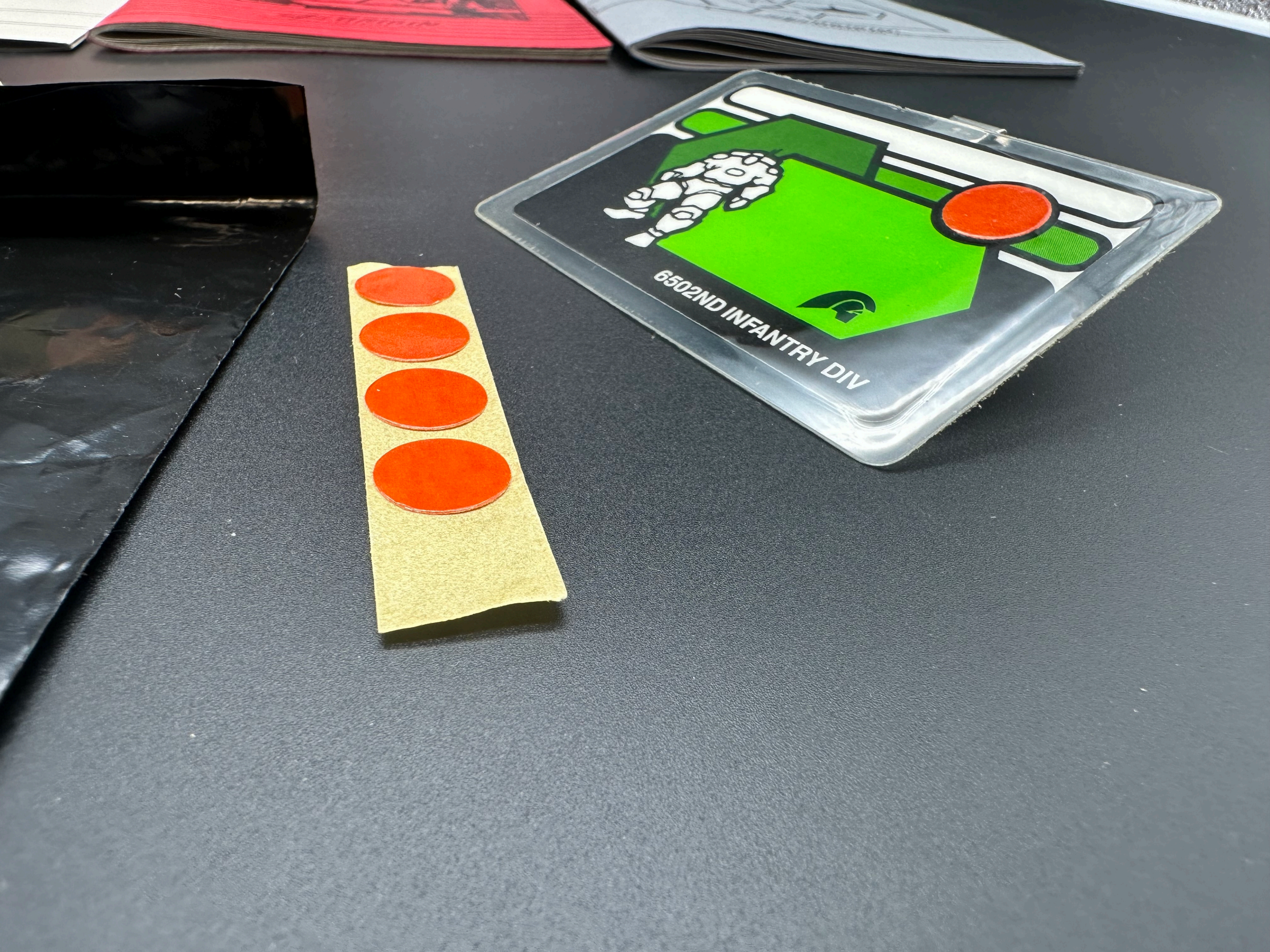
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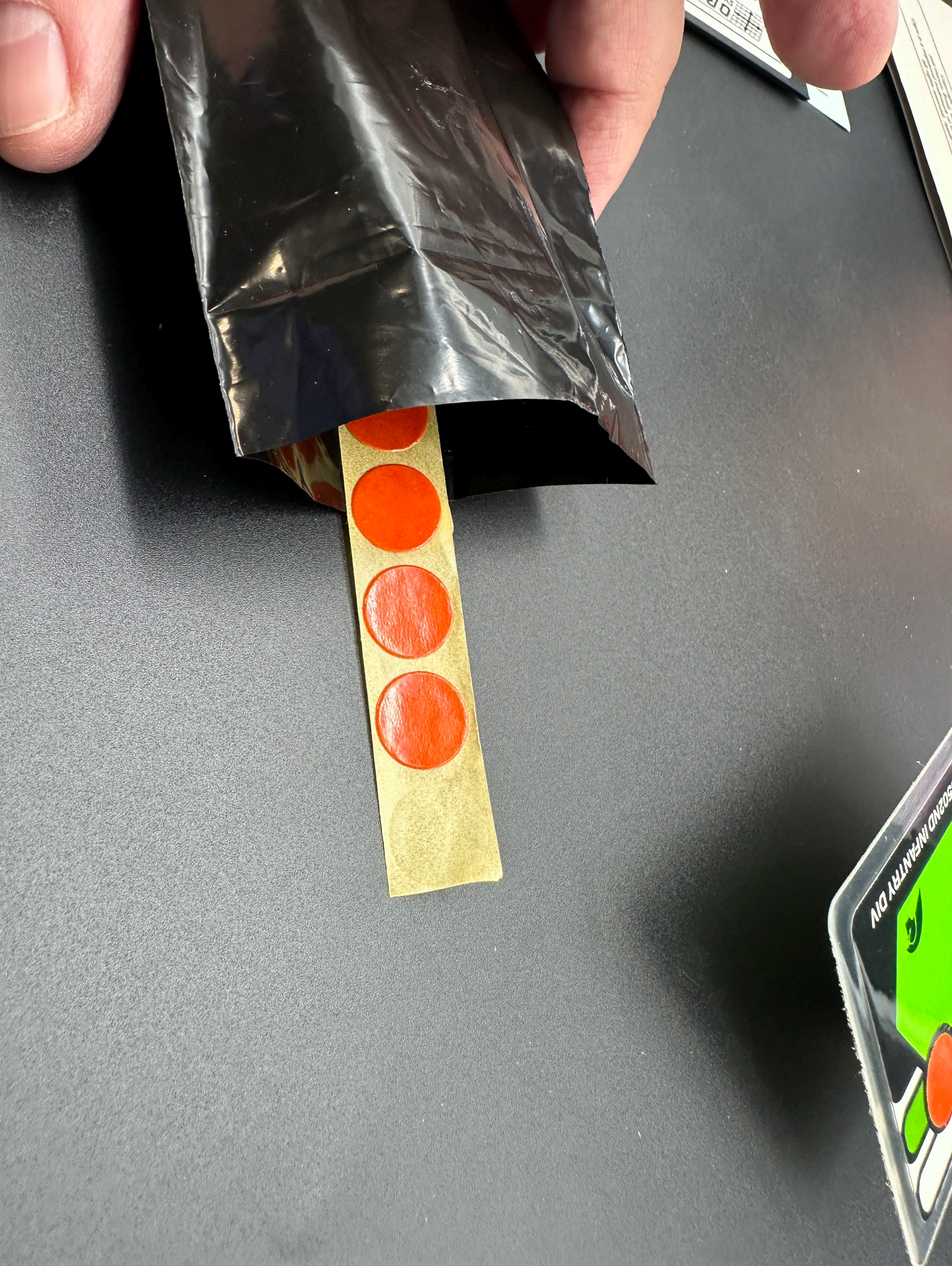

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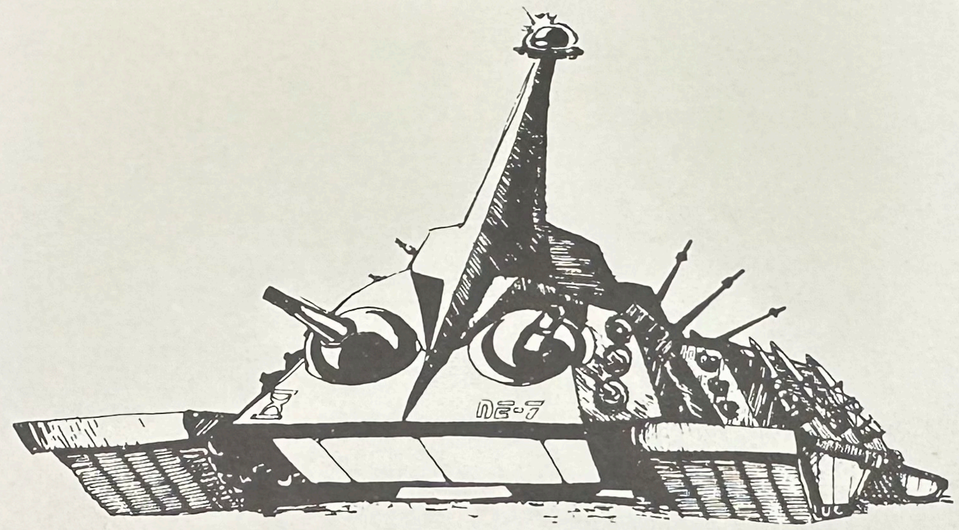

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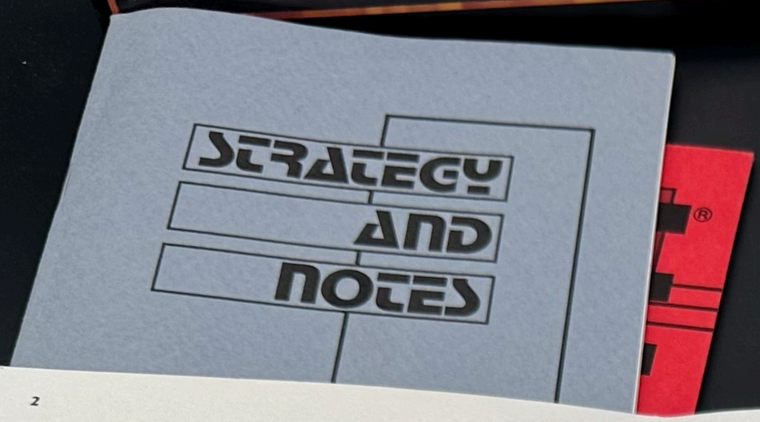


TO BEGIN PLAYING OGRE

1. Place the **OGRE** disk, label side up, in the disk drive and turn on the power.
2. Once past the title page, a dialogue box will prompt for the type of input device: K-keyboard, M-mouse, or J-joystick. The options may vary depending on what input devices are installed. The desired device is selected by pressing the appropriate key. In addition, the joystick can be selected by pressing either of its buttons, or the mouse can be selected by moving it or pressing its button.
3. **OGRE** will start in the **Field Editor**, from where the player can either continue a previously saved game or start a new game.

OGRE CONTROL

Making Choices. Choices are made in **OGRE** through the use of the **pointer**, a black, triangular object that can be moved around with a mouse, joystick or keyboard. A mouse (if available) or joystick is highly recommended for playing **OGRE. OGRE** can be played using the keyboard to move the pointer and to simulate 'clicking' or pressing a button, or it can be played entirely with 'pointing', 'clicking' and 'dragging' techniques using a mouse or joystick.

Clicking. Some selections in **OGRE** are made by first moving the pointer to the desired object or option, then pressing and quickly releasing the button. This is referred to as **clicking.** When playing with the keyboard, typing **RETURN** will simulate pressing or releasing the button.

Dragging. Another method of designating choices is by **dragging.** Dragging is accomplished by placing the pointer over the desired object then pressing **and holding** the button while moving the pointer to another location. Releasing the button completes the drag. If playing with keyboard control, typing **RETURN** will simulate holding the button down. When the pointer is in the desired location, typing **RETURN** again will release the button and complete the drag.

Pulling down the Menu. In the upper right corner of the screen are two **menus** that can be **pulled down.** The first is titled 'Menu' and the second is 'OSI'. To pull down either menu place the pointer over the desired title and press and hold the button. The selected menu title will become highlighted and a list of **commands** will appear beneath the title. Releasing the button without moving the pointer will cause the menu to disappear. The menus can also be pulled down by typing **M** (on a //e or //c) or **SHIFT-M** (on a][,][+ or ///).

Choosing Menu Commands. Menu commands are chosen by using the **dragging** technique. Position the pointer over the selected menu title and pull down the menu by pressing the button. While holding the button down, drag the pointer to the desired menu command. As the pointer moves through the menu, each command is highlighted in turn. When the desired command is highlighted, releasing the button selects it. If you change your mind about choosing a command, move the pointer off the menu, or back up to the title, then release the button. Nothing is chosen unless you release the button while one of the commands is highlighted.

Dimmed Commands. When 'Menu' is pulled down, some of the commands are less distinct than others. These less distinct commands are referred to as **dimmed**. Dimmed options are ones that cannot be used at that time.

Dialogue Boxes. Whenever additional information is required to complete a command, a **dialogue box** appears. Dialogue boxes usually have special areas called 'buttons' to click, such as 'OK' or 'Cancel'. Sometimes they present further options for selection. Dialogue boxes are also used to warn you if you're about to do something that is irreversible. If keyboard control is used, the pointer will automatically move to a dialogue box anytime one appears. Typing **O** or **V** will move the pointer to the 'OK' button and typing **RETURN** will press it. Typing **CTRL-O** or **CTRL-V** (or button 1 on the joystick) will automatically invoke the 'OK' button.

Control Keys. In most cases, pressing single keys, such as **O** or **V**, will move the pointer to a command area (i.e. the 'OK' button, or the 'Menu') **without invoking that command.** The command must then be invoked by a second keystroke, such as typing **RETURN**. This two-step process is a safety precaution against accidentally choosing the wrong command. This precaution can, in most cases, be overridden by pressing the **CTRL** key while simultaneously pressing the desired command key. This will automatically invoke the desired command without requiring the additional keystroke.

LOADING AND SAVING GAMES

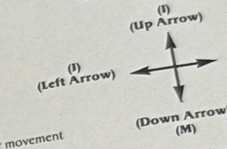
A previously saved game can be loaded at any time. If a battle is in progress when another game is loaded, the current game will be lost unless it is saved first. To load a game, select "Load a Game" from the Menu.

A dialogue box will appear from which one of five saved games can be selected. Select the desired game and then click 'OK'. The selected game will be loaded in and the battle will proceed from where it was saved.

The current status of a battle can be saved for continued play later by selecting "Save a Game" from the Menu.

A dialogue box will appear, from which one of five games can be selected for saving. Select the desired game and then click 'OK'. The game will be saved and play can continue.

MOVEMENT



< , slow pointer movement

> . fast pointer movement

The movement keys are active only when the keyboard is selected for input. Apple][,][+, and /// use IJKM only. //e and //c use arrows only. All other keyboard shortcuts are active at any time during play, except where noted.

DEFENDER ATTRIBUTES

Defender	Defense Strength	Attack Strength	Attack Range	Movement
CP	5	0	0	0
Heavy Tank	0	4	2	3
Missile Tank	2	4	4	2
Howitzer	1	6	8	2
GEV	2	2	1	2
INF 3	3	2	1	2
INF 2	2	1	1	2
INF 1	1			

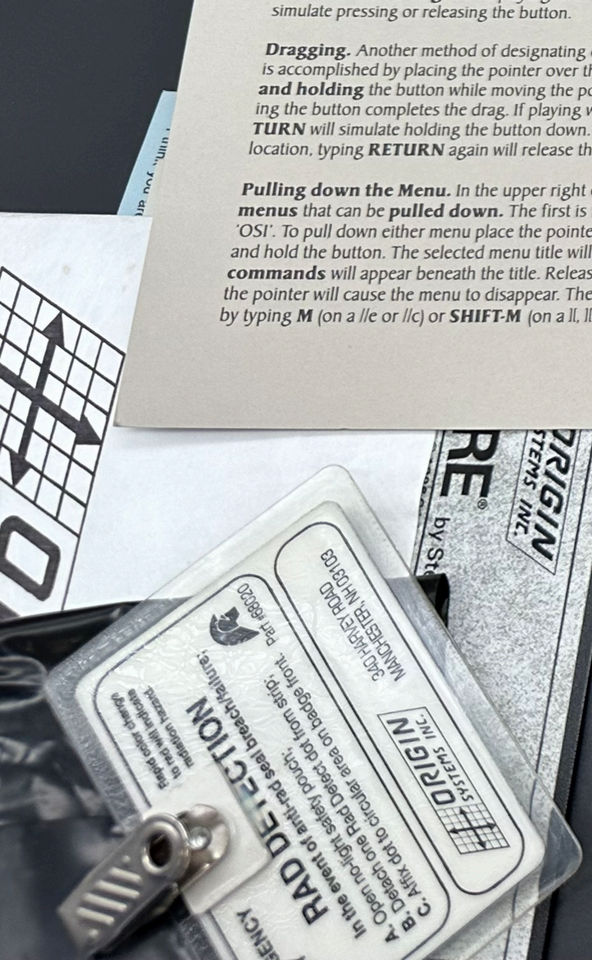
OGRE MARK III AND V ATTRIBUTES

Part	Quantity III	Quantity V	Defense Strength	Attack Strength	Attack Range
Missiles	2	6	3	8	5
Main Battery	1	2	4	4	3
Secondary Bat	4	6	3	4	2
Antipersonnel	8	12	1	1	1
Treads	45	60	1	0	0

The Mark V is a larger, more formidable version of the Mark III.

GENERAL

RETURN	used to simulate holding and releasing a joystick or mouse button
A	Moves pointer to map scrolling arrows
M	Moves pointer to menus and pulls one down (//e, //c only)
SHIFT-M	Moves pointer to menus and pulls one down (//,][+, ///)
D	Toggles Drop/Drag mode (active in Field Editor only)
1–0	Selects piece number 1–0 (active in Field Editor only)
U	Moves pointer to Undo button (or Clear button)
CTRL-U	Invokes Undo function (joystick/mouse only)
C	Moves pointer to Clear button (or Undo button)
CTRL-C	Invokes Clear function (or Undo function)
F	Moves pointer to Fire button



CTRL-F	Invokes Fire function
S	Moves pointer to Split button
CTRL-S	Invokes Split function
G	Moves pointer to Group button
CTRL-G	Invokes Group function
R	Moves pointer to Range button
CTRL-R	Invokes Range function
D	Moves pointer to Done button
CTRL-D	Invokes Done function
E	Examine and/or select piece pointed to (keyboard control only)
T, SPACE BAR, or joystick Button 1	Invokes targetting with/at selected defender

DIALOGUE BOX

(NOTE: IF KEYBOARD IS BEING USED, POINTER GOES TO DIALOGUE BOX AUTOMATICALLY.)

O	Moves pointer to OK button
CTRL-O or joystick button 1	Invokes OK button
C	Moves pointer to Cancel button
CTRL-C or ESC	Invokes Cancel function

USING THE KEYBOARD SHORTCUTS

Here are some examples of how keyboard controls can be used to speed up game play.

Ogre attacking defender:

1. Move the pointer to the desired defender.
2. Press the **SPACE BAR, T,** or **joystick button 1** to invoke the targetting dialogue box. If the defender is within range the dialogue box will appear.
3. Select the desired weapons then type **CTRL-O** for 'OK'.
4. Type **CTRL-F** to fire.

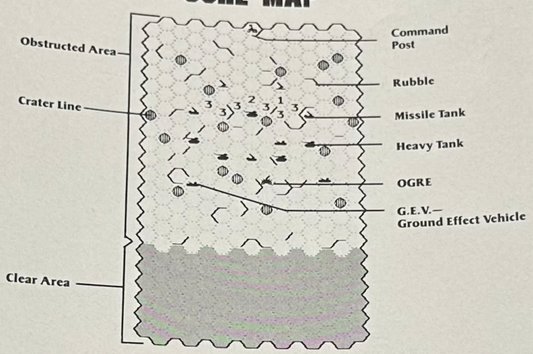
Splitting Infantry:

1. Move the pointer to the desired infantry.
2. Type **E** to examine the infantry's statistics. The main purpose in this is to select the infantry without having to type **RETURN** twice.
3. Type **CTRL-S** to split the infantry.

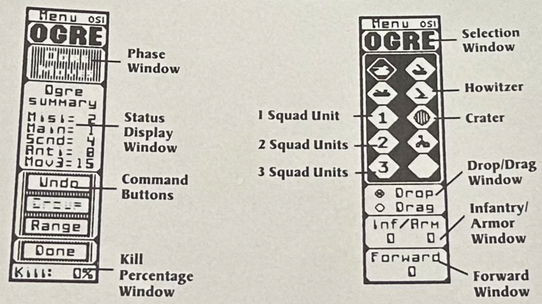
Ranging a unit: 1. Move the pointer to the desired unit. 2. Type **E** to examine/select the unit. 3. Type **CTRL-R** to view the unit's range. 4. Type another key to continue.

OGRE® BATTLEFIELD AND MENU BARS

OGRE® MAP

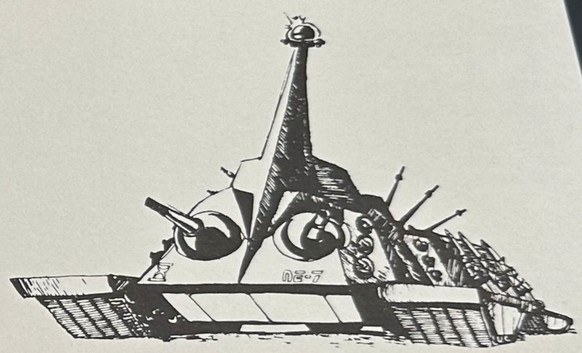


MENU BARS



OGRE®

PLAYER REFERENCE CARD



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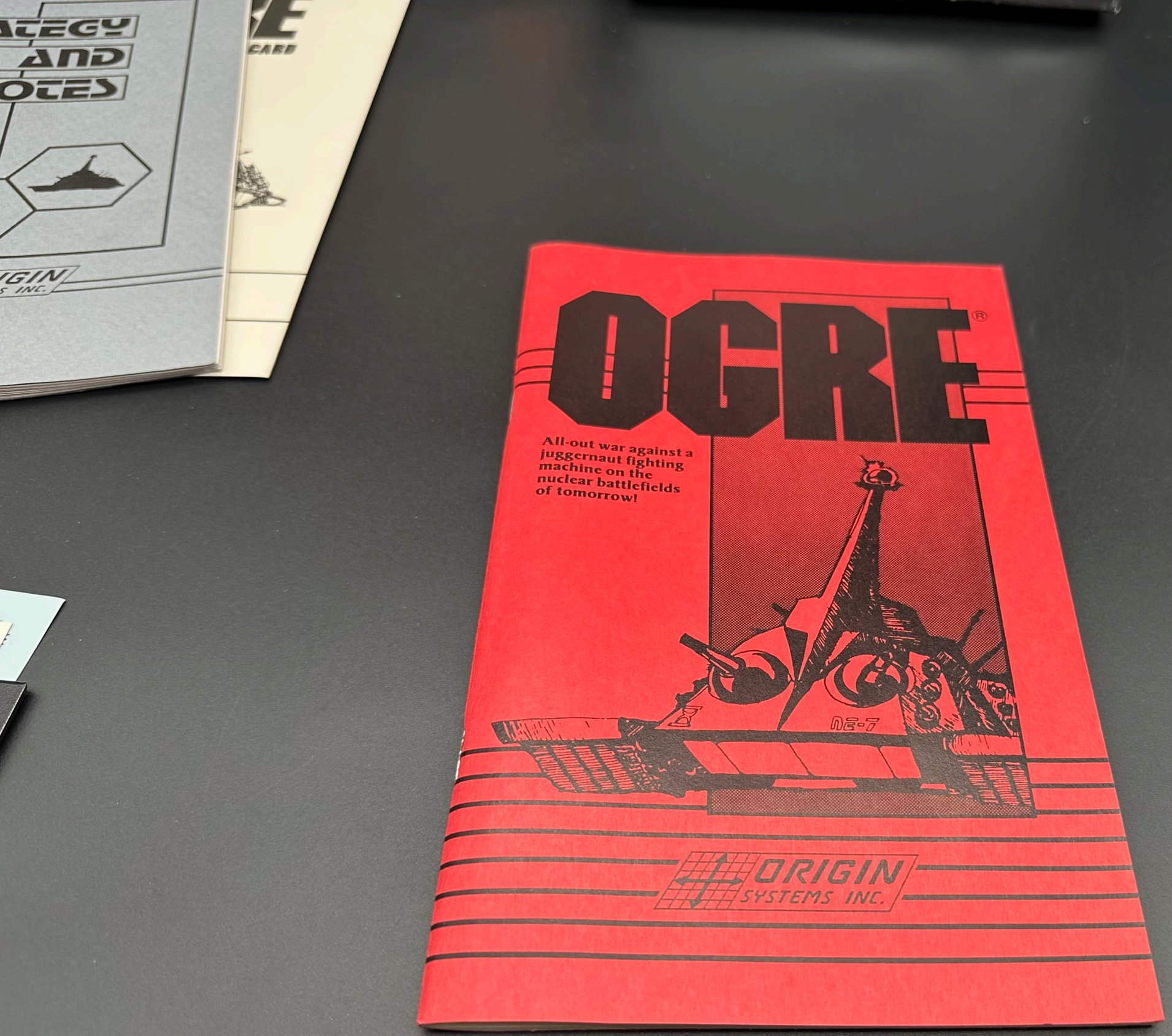
OCRE®
All-out war against a juggernaut fighting machine on the nuclear battlefields of tomorrow!
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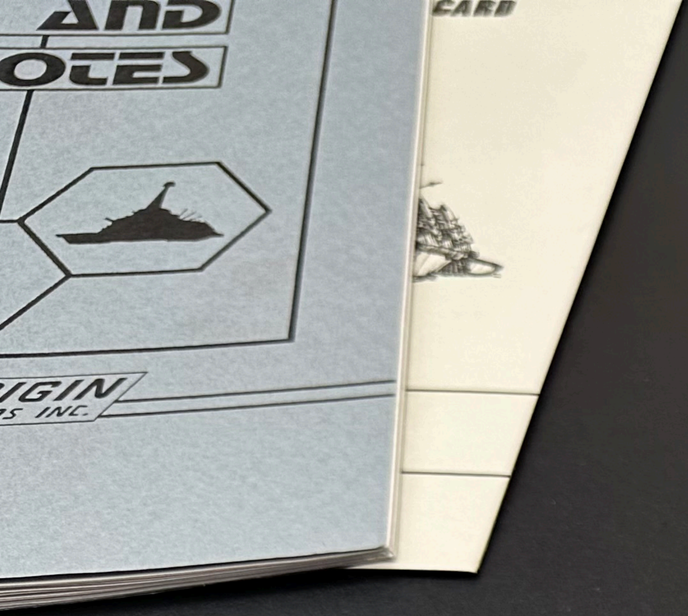

ACKNOWLEDGEMENTS FOR OGRE

The Author would like to thank the following persons for their help:

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Dallas Snell, Chris Martens & Steve Jackson for writing the manuals;
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Dave Albert & Marsha Meuse for moral support.

Steve B. Meuse

Steve Meuse

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STRATEGY AND NOTES

2

ORIGIN SYSTEMS

OGRE®

Game Design by Steve Jackson
Original computer version (Apple II) designed & programmed by Steve Meuse
Ogre Intelligence designed & programmed by Dallas Snell

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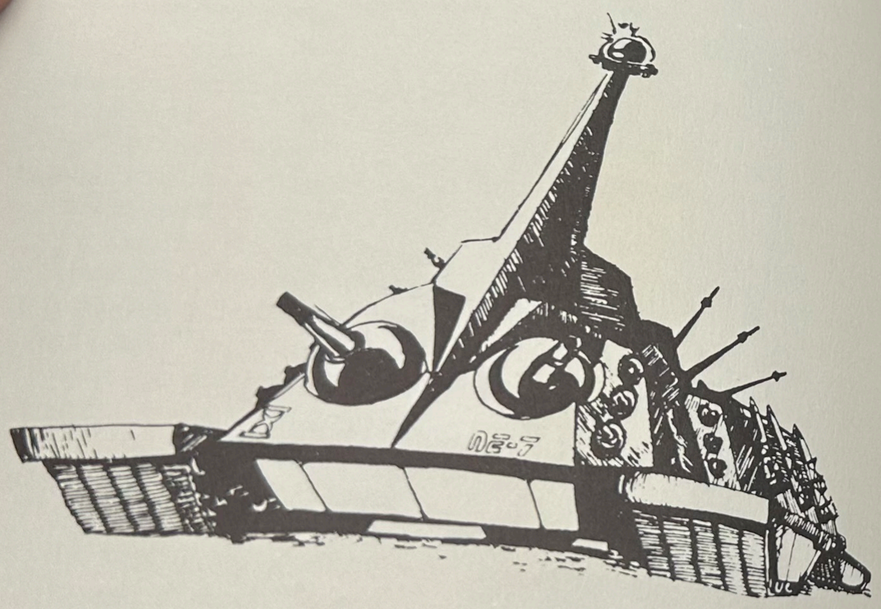
cybernetic attack vehicle. The original tanks had terrorized unsophisticated infantry. The cybertanks terrorized *everyone*, and with good reason. They were bigger (up to 50 meters), faster (hovercraft models proved too vulnerable, but atomic-powered treads moved standard units at 45 kph or better) and more heavily armed (some had firepower equal to an armor *company*). And two to three *meters* of BPC armor made them nearly unstoppable. What made the cybertank horrifying, though was its literal inhumanity. No crew was carried; each unit was wholly computer-controlled. Although true mechanical intelligence had existed as early as 2010, and fully automated factories and military installations were in wide use by the middle of the century, the cybertanks were the earliest independent mobile units—the first true war "robots."

Once the first cybertanks had proved their worth, development was rapid. The great war machines aroused a terrified sort of fascination. Human warriors devoutly hoped never to confront them, and preferred to keep a respectful distance—like several kilometers—even from friendly ones. They were just too big.

One fact, more than anything, points up the feeling that developed toward the cybertank. Unlike other war vehicles, they were never called "she." Friendly units of the speaker's acquaintance were "he;" others were "it." And the term "cybertank" was rarely used. People had another name for the big war machines—one drawn from the early Combine units and, before that, from dark myth. They called them Ogres . . .



THE GAME

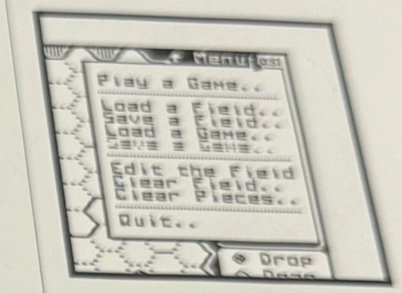
OGRE is a game of mechanized tank warfare set in the 21st century. A cybernetic fighting unit—the Ogre—has been sent to destroy the opponent's strategic Command Post, which is guarded by an armor battalion. The Ogre's primary objective is to destroy the Command Post; destruction of all other units is its secondary objective. The armor battalion has but one objective: Defend the Command Post. To do so, they must destroy the Ogre.

Making Choices. Choices are made in **OGRE** through the use of the **pointer**, a black, triangular object that can be moved around with a mouse, joystick or keyboard.

Clicking. Some selections in **OGRE** are made by first moving the pointer to the desired object or option, then pressing and quickly releasing the button. This is referred to as **clicking.**

Dragging. Another method of designating choices is by **dragging.** Dragging is accomplished by placing the pointer over the desired object then pressing **and holding** the button while moving the pointer to another location. Releasing the button completes the drag.

Pulling down the Menu. In the upper right corner of the screen are two **menus** that can be **pulled down.** The first is titled 'Menu' and the second is 'OSI'. To pull down either menu place the pointer over the desired title and press and hold the button. The selected menu title will become highlighted and a list of **commands** will appear beneath the title. Releasing the button without moving the pointer will cause the menu to disappear.



Choosing Menu Commands. Menu commands are chosen by using the **dragging** technique. Position the pointer over the selected menu title and pull down the menu by pressing the button. While holding the button down, drag the pointer to the desired menu command. As the pointer moves through the menu, each command is highlighted in turn. When the desired command is highlighted, releasing the button selects it. If you change your mind about choosing a command, move the pointer off the menu, or back up to the title, then release the button. Nothing is chosen unless you release the button while one of the commands is highlighted.

time may occupy a hex. Any unit may move *through* a hex occupied by a friendly unit. When moving onto a hex occupied by a friendly unit the top piece will be highlighted. Clicking on this hex brings the bottom piece to the top. One of these pieces must be moved before any other action can be taken. Attempting any other action (except moving the map, undoing, or moving one of the stacked pieces) elicits a beep and the message 'Please move from full hex'.

Grouping Infantry. The maximum number of squads of infantry that can occupy a single hex is three. Two 1-squad units may be grouped into a 2-squad unit. Three 1-squad units, or a 1-squad and a 2-squad unit may be grouped into a single 3-squad unit. To group two infantry units, move them to the same hex and click the 'Group' button.

WARNING: When two infantry units are grouped together the newly merged unit will have a remaining move value equivalent to whichever of the two original units has moved the farthest. Also, grouping infantry cannot be undone. Example: an INF1 uses its first move to move onto an INF2 that hasn't moved at all. At this point, the INF1 has moved 1 hex and has 1 move remaining. The INF2 has not moved at all, therefore, has 2 moves remaining. If so desired, the INF1's move can be undone at this point. Clicking the 'Group' button combines the INF1 and INF2 into an INF2. The display will show a 2-squad infantry unit that has moved 1. Also, the 'Undo' button will be dimmed, indicating this move cannot be undone. The INF2 can, however, be split.

Splitting Infantry. 2-squad infantry units may be split into two 1-squad units. Whenever a 2-squad infantry unit is selected and not currently sharing a hex with another piece, then the 'Group' button will change to the 'Split' button. Clicking the 'Split' button will cause a 1-squad infantry unit to be split off and share the hex with the remaining squad unit. The two new infantry units will have the same 'moved' status as the original unit. (Example: If an INF2 is split after having moved 1 hex, then the two new INF1 units will both have moved 1 hex and can be undone back to the same hex as the original INF2.) The 'Split' button will immediately change back to 'Group', allowing the two infantry units to be recombined if so desired.

Ramming. An Ogre can damage or destroy an armor unit by ramming it. This is accomplished by moving onto its hex.

Any *immobile* armor unit (i.e., a howitzer or any unit that has been disabled) is destroyed when rammed by the Ogre. Any *mobile* armor unit has a 50% chance of being disabled and a 50% chance of being destroyed when rammed. The Ogre, however, pays a price. Ramming a heavy tank, the Ogre loses 2 treads. Ramming any other armor unit costs the Ogre 1 tread.

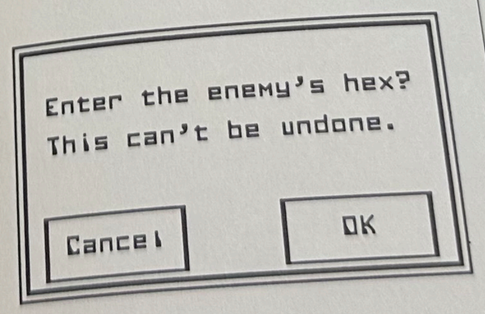
An Ogre can completely destroy the Command Post with a single ram at no tread loss to itself.

If the Ogre disables a piece when ramming it, then the Ogre will be highlighted to indicate that a piece is underneath it. If the Ogre has any movement left it can ram the piece again, thus destroying it. If the Ogre moves off the disabled piece, the piece will be dimmed (blue) as an indication that it is disabled.

THE OGRE CAN ONLY RAM TWICE IN ONE TURN.

Armor units may, in turn, ram the Ogre. This ram, however, is sacrificial and destroys the ramming armor unit. The Ogre loses 1 tread due to this. This ploy is not recommended except in dire emergencies.

WARNING: A Ram cannot be undone. Therefore, any time a piece moves onto an opponent's hex a dialogue box appears requesting verification of the ram. Clicking 'OK' allows the ram to proceed. Clicking 'Cancel' will abort the move.



Overruns. Infantry are not rammed by an Ogre, but overrun. If an Ogre moves onto a hex occupied by infantry, that infantry is reduced by one squad ***if the Ogre has any antipersonnel weapons left.*** If the Ogre does not have any antipersonnel weapons, the infantry is not reduced. There are no limits on overruns; the Ogre can overrun for as many moves as it has. In addition, overruns do not cause the Ogre any damage.

An infantry unit may move onto a hex occupied by an Ogre without any immediate effects. The infantry will, however, be reduced by one squad at the beginning of the Ogre's Movement Phase, providing the Ogre has any antipersonnel weapons, without the Ogre having to expend movement points to do so.

WARNING: Overruns cannot be undone. Therefore, any time an Ogre moves onto a hex containing infantry, a dialogue box appears requesting verification of the overrun. Clicking 'OK' allows the overrun to proceed. Clicking 'Cancel' will abort the move.

GEV Double Movement. A GEV may move twice per turn—once (up to 4 hexes) during the defender's Movement Phase, and again (up to 3 hexes) during the GEV Movement Phase following the defender's attack phase.

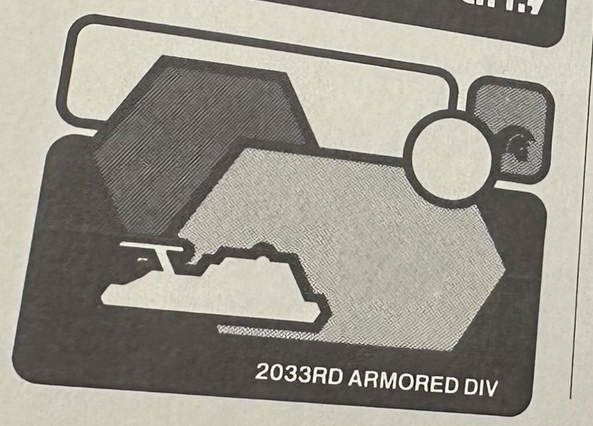
Ending Movement. To end the Movement Phase, click the 'Done'

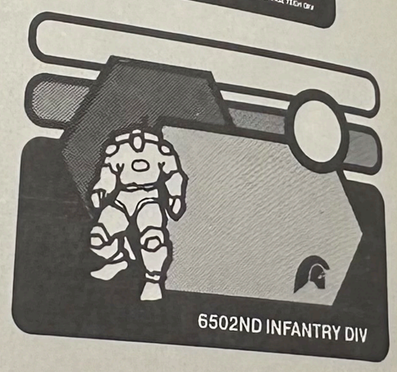
USE OF RADIATION DETECT BADGES:

The radiation detecting badge found in your **OGRE** game is a **real** one. The yellow stickers found in the photo-black plastic bag will detect a wide range of energy stimuli, but is designed primarily to respond to gamma radiation from cobalt 60 and electron beam radiation. The primary industrial use of these detection dots is in medical, pharmaceutical, and food processing—fields where sterilization via gamma radiation is becoming increasingly common.

Indirect sunlight will cause the detection dot to change color from yellow to red in approximately 3–4 weeks. Keep them in the protective bag when not actually using one on a badge.

The detection dots are designed to detect radiation in doses between 0.1 and 10 megarads. There is not a significant difference in rate of color change between those levels. Much larger doses of radiation may cause the red color to disappear entirely.





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STRATEGY AND NOTES

1

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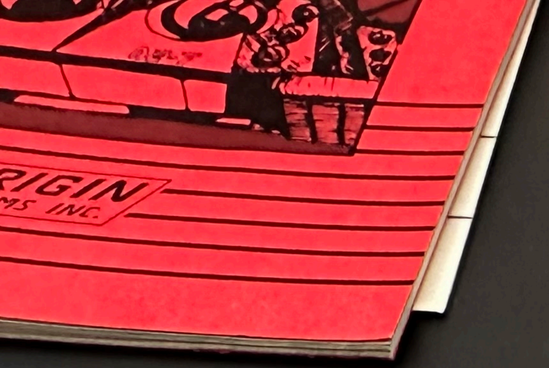

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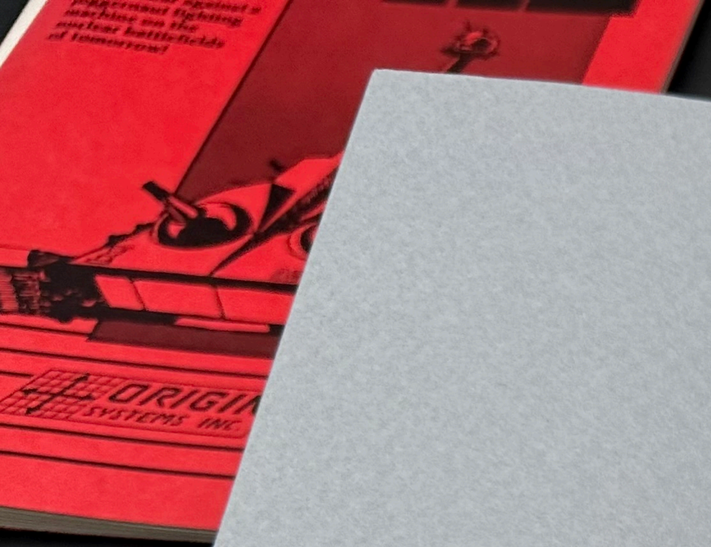
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Encounter story Copyright © 1982, 1986 by Steve Jackson Games, Incorporated.

Encounter

The Command Post was well guarded. It should have been. The hastily constructed, unlovely building was the nerve center for Paneuropean operations along a 700-kilometer section of front—a front pressing steadily toward the largest Combine manufacturing center on the continent.

Therefore, General DePaul had taken no chances. His command was located in the most defensible terrain available—a battered chunk of gravel bounded on three sides by marsh and on the fourth by a river. The river was deep and wide; the swamp, gluey and impassable. Nothing bigger than a rat could avoid detection by the camera icons scattered for sixty kilometers in every direction over land, swamp, and river surface. Even the air was finally secure; the enemy had launched at least fifty heavy missiles yesterday, leaving glowing holes over half the island, but none near the CP. Now that the jamscreen was up, nothing would get even that close. And scattered through the twilight were the bulky shapes of tanks and Ground Effect Vehicles—the elite 2033rd Armored, almost relaxed as they guarded a spot nothing could attack.

Inside the post, too, the mood was relaxed—except at one monitor station, where a young lieutenant watched a computer map of the island. A light was blinking on the river. Orange: Something was moving out there where nothing should move. No heat. A stab at the keyboard called up a representation of the guardian units . . . not that any should be out **there**, thirty kilometers away. None were. Whatever was out **there** was a stranger—and it was actually **in** the river. A swimming animal? A man? Ridiculous.

The lieutenant spun a dial, moving a dot of white light across the map and halting it on the orange spot with practiced ease. He hit another key, and an image appeared on the big screen . . . pitted ground, riverbank . . . and something else, something rising from the river like the conning tower of an old submarine. But he knew what it really was, he just could not place it. . . . and then it moved. Not straight toward the camera icon, but almost. The lieutenant saw the "conning tower" cut a wake through the rushing water, bounce once, and begin to rise. A second before the whole shape was visible, he recognized it—but for that second he was frozen. And so thirty men with their minds on other things were suddenly brought to heart-pounding alert, as the lieutenant's strangled gasp and the huge image on his screen gave the same warning. . . .

"OGRE!"

Strategic Suggestions For OGRE AI Programmers

Basic Strategy

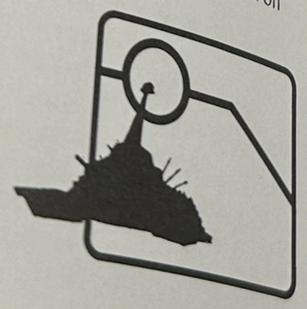
This manual addresses the particular type of cybertank mission where a ***single*** "Ogre-class" cybertank invades an Alliance-occupied Conflict Zone on its own. In such a mission the cybertank's prime directive is to ***eliminate*** the Conflict Zone Command Post. As a secondary priority, the cybertank should strive to eliminate all (or almost all) Alliance ground forces. As a final priority, the cybertank should return to a friendly service center after clearing the Zone.

Given these priorities, the cybertank's basic strategy revolves around a deceptively simple question:

"How should the cybertank destroy the Alliance Command Post?"

The cybertank's attack algorithms must continuously review and reassess this question as the attack proceeds. Ultimately, the cybertank's options will be to take the Command Post either by firing weapons or by ramming the Post directly. But this is a complex decision, a decision the cybertank can make only in the later stages of its attack.

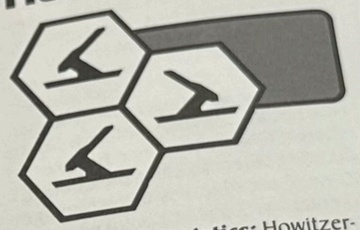
Experience has shown us a potential problem. Cybertanks can sometimes be diverted from their primary goal (destruction of the Command Post) if they are offered enticing opportunities to pursue secondary goals (e.g., destruction of Alliance ground forces). While reaching secondary goals **is** important, pursuit of secondary goals **must never** prevent the cybertank from fulfilling its prime objective. As you prepare cybertanks for combat missions, we suggest you install strong "initiative refocusing" blocks which prompt the system to look again and again at the unit's primary objective. This should help keep the cybertank focused on the task at hand.



Assessing Alliance Defenses

Alliance defense strategies are as numerous and varied as are our own attack plans. However, experience has shown that Alliance defense strategies usually fall into three fairly distinct categories. We describe these categories, below. We believe these descriptions will be useful for you as you refine the cybertank's pattern-recognition and strategy-planning algorithms.

Howitzer-Centered Defense



Basic Characteristics: Howitzer-centered defenses arrange three or more Howitzers as a protective screen shielding an Alliance Command Post. Usually, the howitzers are placed a good distance forward of the Command Post, and are arranged so that their circles of fire overlap. This overlap creates a broad, deep area which the cybertank can penetrate only by exposing itself to concentrated fire. The theory is that the cybertank will lose all of its weapons and most of its mobility (or vice versa) as it struggles to break through the howitzer line. Although the cybertank will eventually knock out the howitzers, it will be so badly damaged in the process that it will become easy prey for Alliance ground forces.

Response Strategy: The cybertank should determine early on if howitzer-centered defense is being used. If so, the cybertank has several options. One of the best is to enter the Zone only part way, then to spend time moving laterally, thus drawing out Alliance mobile ground forces. The key here is to deal with mobile armor units while they are **outside** of the howitzer defense circle (if possible). Once a number of mobile units are eliminated, the howitzers' "ring of fire" becomes much easier to penetrate.

The cybertank must study the arrangement of the howitzers, probing for weak spots. In some cases, for example, the cybertank can all but bypass a howitzer defense simply by taking a roundabout route to the Command Post. If there are no apparent weak spots, the cybertank should, all other things being equal, strive to attack whichever howitzer appears to form the cornerstone for the entire line. The attack should be as simple and direct as possible, minimizing the cybertank's exposure to fierce howitzer fire.

If there are no defenders at exactly 3 hexes away from the Ogre's targeted hex then MB's will be processed before SB's. This is because there is no benefit in holding the MBs for a target out of reach of the SBs if these aren't any.

Each time the AttackVal of a hex is determined, every defender will be assigned a 0% chance of being hit (%HIT) by the Ogre. As the Ogre simulates a hit against a target, the target's %HIT will be increased. As soon as the Ogre has completed its simulated attack for all weapons, each piece will have its %HIT multiplied by its relative value. The summation of the piece's modified relative values will be the target hex's **AttackVal**.

In determining a target's %HIT for any given weapon, the ratio of the Ogre weapon's attack strength to the target's defense strength is used. The %HIT values for both enabled and disabled targets for each of the various odds are as follows:

ODDS	Percent Chance To Hit Enabled Pieces	Percent Chance To Hit Disabled Pieces
less than 1–2	0%	0%
1–2	25%	33%
1–1	50%	67%
2–1	67%	83%
3–1	83%	100%
4–1	92%	100%
better than 4–1	100%	100%

Infantry 1 targets are counted as disabled pieces.

1) Antipersonnel

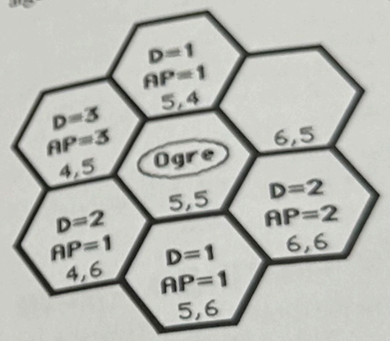
Since the Ogre only gets one attempt with antipersonnel (**AP**) against infantry, it must deploy its **AP** with optimum efficiency. The algorithm outlined below assumes optimum deployment consists of hitting as many pieces as possible. It, therefore, deploys starting with the lowest odds (1–2) and works its way up.

The algorithm goes as follows:

- Sort the infantry within 1 hex of the Ogre in descending order of defense points (**D**)
- Go 1–2 starting at the bottom of the list and working up
- Go 1–1 starting at top and working down
- Go 2–1 starting at top and working down, skipping 1s (**D**=1)

- Go 3–1 starting at top and working down, skipping 1s
- Go 4–1 starting at top and working down, skipping 1s
- Go 2–1 starting at top and working down, including 1s
- Go 3–1 starting at top and working down, including 1s
- Go 4–1 starting at top and working down, including 1s
- Put remaining **AP** on lowest infantry

The diagram below depicts the Ogre surrounded by 5 infantry units that have a combined defense value (**D**) of 9. The following example uses the above algorithm to determine the **AP** values represented in the diagram.



1. Sort them in descending order:
   D= 3 2 2 1 1
2. Deploy at 1–2 from bottom to top:
   D= 3 2 2 1 1
   A= 1 1 1 1 1
   1
   It defaults to 1–1 against **D**=1 since you can't get a 1–2.
3. Deploy at 1–1 from top to bottom:
   D= 3 2 2 1 1
   A= 1 1 1 1 1
   1
   1 1

The last **AP** was deployed against the first '2' in the list, so the loop is exited.

The **AP** deployment now equals the values you see in the diagram above.

Once the AP are deployed, they will be used in a simulated attack against the selected targets. The ratio of AP to DP will be used to determine the %HIT used in modifying the **AttackVal(defender)** and the defender's damage potential next turn. If, for example, the Ogre deploys 2 AP against an infantry 3, then the ratio will give 1–2 odds which renders a 25% chance to hit the infantry.

2) Secondary Batteries

First, all targets within range (2 hexes) of the **SB**s are listed. Then, the cumulative %HIT for those targets is computed.